## Quantum machine learning

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- Speeding up optimization (learning) with quantum algorithms
-For example quantum linear program (LP) and SDP solving
- Learning from quantum data
-Understanding properties of a quantum state or a quantum process


## Quantum machine learning for Big Data

Some major tasks, given data $A \in \mathbb{R}^{m \times n}$

- Principal component analysis: find large eigenvalues and eigenvectors Quantum: Lloyd, Mohseni, and Rebentrost 2013


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- Need to be able to efficiently prepare the input vector |b>
- Need a circuit implementation (block-encoding) of the input matrix A
- Need to efficiently extract "answer" from the output $|x\rangle\left(=A^{-1}|b\rangle\right)$


## Recommendation systems - Netflix challange



Image source: https://towardsdatascience.com ©

## The assumed structure of preference matrix:

Movies: a linear combination of a small number of features User taste: a linear weighing of the features


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Idea: find best low-rank approximation (say rank 100)

## Singular value decomposition

For every $A \in \mathbb{C}^{m \times n}$ its singular value decomposition is $A=U^{\dagger} \Sigma V$ where $U \in \mathbb{C}^{m \times m}, V \in \mathbb{C}^{n \times n}$ unitaries and $\Sigma \in \mathbb{R}^{m \times n}$ has non-zero elements only on the diagonal.

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We can also write $A=\sum_{i=1}^{m} \sigma_{i}\left|u_{i} X v_{i}\right|$, where $u_{i}, v_{i}$ are the columns of $U, V$ and $\sigma_{1} \geq \sigma_{2} \geq \ldots \geq \sigma_{m} \geq 0$ are the singular values of $A$.

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Fact: the best rank-k approximation of $A$ is $\tilde{A}=\sum_{i=1}^{k} \sigma_{i}\left|u_{i} X v_{i}\right|$.
(Best in terms of the Frobenius norm: $\|M\|_{F}=\sqrt{\sum_{i, j}\left|M_{i j}\right|^{2}}$.)

## We want to get a good recommendation

## Given user i

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Observe that $A^{\dagger} A=\sum_{i=1}^{m} \sigma_{i}^{2}\left|v_{i}\right\rangle v_{i} \mid \Longrightarrow$ apply phase estimation with $A^{\dagger} A$ on $\left|A_{i .}\right\rangle$ to filter out small singular values. (For simplicity let's assume phase estimation works ideally.)

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If we get outcome 1 the state is proportional to $\left|\tilde{A}_{i .}\right\rangle$.
Measuring the state then gives recommendation $j$ with probability $\propto\left|\tilde{A}_{i j}\right|^{2}$.

## Major difficulty: how to input the data?

Data conversion: classical to quantum

- Given $b \in \mathbb{R}^{m}$ prepare

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|b\rangle=\sum_{i=1}^{m} \frac{b_{i}}{\|b\|}|i\rangle
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- Given $A \in \mathbb{R}^{m \times n}$ construct quantum circuit (block-encoding)

$$
U=\left(\begin{array}{cc}
A /\|A\|_{F} & \cdot \\
\cdot & .
\end{array}\right)
$$

How to preserve the exponential advantage?

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Map $\sqrt{\sum_{i=0}^{1}\left|b_{i}\right|^{2}}|00\rangle \mapsto\left|b_{0}\right||00\rangle+\left|b_{1}\right||01\rangle$ and

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Map $\sqrt{\sum_{i=0}^{1}\left|b_{i}\right|^{2}}|00\rangle \mapsto\left|b_{0}\right||00\rangle+\left|b_{1}\right||01\rangle$ and $\sqrt{\sum_{i=2}^{3}\left|b_{i}\right|^{2}}|10\rangle \mapsto\left|b_{2}\right||10\rangle+\left|b_{3}\right||11\rangle$

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Map $\sqrt{\sum_{i=0}^{1}\left|b_{i}\right|^{2}}|00\rangle \mapsto\left|b_{0}\right||00\rangle+\left|b_{1}\right||01\rangle$ and $\sqrt{\sum_{i=2}^{3}\left|b_{i}\right|^{2}}|10\rangle \mapsto\left|b_{2}\right||10\rangle+\left|b_{3}\right||11\rangle$
Add phases to get $b_{0}|00\rangle+b_{1}|01\rangle+b_{2}|10\rangle+b_{3}|11\rangle$

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-Update an entry and then its parent, grand parent, etc.
Cost is about the depth: $\log$ (dimension)

## Data structure for the matrix $A$

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Dynamic data structure for a matrix $A \in \mathbb{C}^{2 \times 4}$. We compose the data structure for a with the data structure for $A$ 's rows.

## Quantum algorithms

Exercise 2: Let $R:|0\rangle|i\rangle \mapsto \frac{\left|A_{i}\right\rangle|i|}{\| A_{i}| |}$ and $\left.C:|0\rangle j\right\rangle \mapsto \frac{|\lambda| a\rangle}{\|a\| \|}$. Show that $U=R^{\dagger} C$ is a block-encoding of $A /\|A\|_{F}$.

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Given $i$ prepare quantum state $\left|A_{i .}\right\rangle /\left\|A_{i .}\right\|\left(\log (m+n)\right.$ QRAM calls). Then prepare $\left|\tilde{A}_{i .}\right\rangle$ by phase estimation to precision $\frac{\sigma^{2}}{\|A\|_{F}^{2}}$ and then a measurement, the cost is

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## Tomorrow we will see

This can be improved quadratically!
Surely exponential speed-up compared to classical, right?


## 2018:



Image source: Quantum Computing Memes for QMA-Complete Teens

## Sampling form the input vectors?



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If stored in (classical) RAM, in time $O(\log ($ dimension $))$ we can

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## Computing inner products

Computing $\langle x, y\rangle$ for normalized vectors $x, y$
If we have sample and query access to $x$ and query access to $y$

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## Low rank approximation of $A^{\dagger} A$

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A^{\dagger} A=\sum_{i=1}^{m}\left|A_{i .} X A_{i}\right|
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With probability $\frac{\left\|A_{i}\right\|^{2}}{\|A\|_{F}^{2}}=\frac{|a|^{2}}{\|a\|^{2}}$ sample $i$ and output the rank-1 matrix $\|A\|_{F}^{2} \cdot \frac{\left|A_{i}\right| X A_{i} \mid}{\| \| A_{i}\left\|^{2}\right\|^{2}}$.

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## Matrix Chernoff bound - Ahlswede \& Winter (2000), Tropp (2010)

Let $B \in R^{n \times n}$ and suppose that $\mathbb{E}[X]=B$, and $\|X-B\| \leq \gamma$.
If $X_{1}, X_{2}, \ldots$ are iid copies of $X$, then

$$
\mathbb{P}\left(\left\|B-\frac{1}{t} \sum_{i=1}^{t} X_{i}\right\|>\varepsilon\right) \leq 2 n \exp \left(-\frac{\varepsilon^{2} t}{3 \gamma^{2}}\right) .
$$

## Working with small linear combinations

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y=x^{(1)}+x^{(2)}
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(Rejection) sample from the linear combination $x^{(1)}+x^{(1)}$
If we have sample and query access to $x^{(1)}, x^{(2)}$

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## Open questions

Better classical algorithms? Better quantum algorithms?

## Is there hope for a genuine quantum speedup?

Topological data analysis: Lloyd, Garnerone, and Zanardi (2016),


## Zero-sum games (van Apeldoorn, G - arXiv: 1904.03180)

Pay-off matrix of Alice is $A \in \mathbb{R}^{m \times n}$. Expected pay-off for strategies $x, y: x^{\top} A y$

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Exercise 4: work out the details of the above algorithm
(Note: Can be improved to $\widetilde{O}\left((\sqrt{n}+\sqrt{m}) / \varepsilon^{3}\right)$ by using approximate counting.)

## LPs ( $\sim$ zero-sum games) and SDPs

A generalization of Linear programs (LPs).

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## Assumptions and formalization

- $n \times n$ variable matrix $X$, with $m$ constraints.


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## Assumptions and formalization

- $n \times n$ variable matrix $X$, with $m$ constraints.
- Assume $\|C\|,\left\|A_{j}\right\| \leq 1$ and $s$-sparse.


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A generalization of Linear programs (LPs). Let $X \in \mathbb{R}^{n \times n}$

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Examples: MAXCUT, Lovász theta number, Sum-of-Squares, General Adversary bound, ... Brandão et al., van Apeldoorn et al. 2016-18 quantum solver $\widetilde{O}\left((\sqrt{n}+\sqrt{m})(\operatorname{Rr} / \varepsilon)^{5}\right)$

## Learning from quantum data

## Quantum principal component analysis (PCA)

Suppose as input we get a copy of a quantum state $\left|\psi_{i}\right\rangle$ with probability $p_{i}$.

- The mixed input quantum state is $\rho=\sum_{i} p_{i}\left|\psi_{i} X \psi_{i}\right|$
- (For simplicity let us assume $\left.\left\langle\psi_{i}, \psi_{j}\right\rangle=\delta_{i j}\right)$
- $O\left(t^{2} / \varepsilon\right)$ copies enable implementing $\varepsilon$-approximately $e^{\text {it } \rho}$ see "Quantum principal component analysis" by Lloyd, Mohseni, Rebentrost (2013) [Exercise 5: 18.7]
- Using phase estimation we can mark the input states $\left|\psi_{i}\right\rangle|0\rangle \mapsto\left|\psi_{i}\right\rangle\left|p_{i}\right\rangle$


## Advantage with quantum memory

Without quantum memory at least $\sim 2^{n / 2}$ experiments are needed to learn a fixed property of the principal component of an unknown $n$-qubit quantum state, while a constant number of experiments suffice when two copies can be jointly processed.

Quantum advantage in learning from experiments: Huang, Broughton, Cotler, Chen, Li, Mohseni, Neven, Babbush, Kueng, Preskill, McClean (2021)

